

Zayto Zordon**Cleric 8**

Medium Android Polyglot Android Humanoid

Perception +16 (+2 initiative); Low-Light Vision

Languages None selected

Skills Acrobatics +13, Arcana +14, Athletics +0, Crafting +14, Diplomacy +13, Lore: Ancient Regional +16, Lore: Android +14, Nature +14, Occultism +14, Performance +9, Religion +18, Society +16, Stealth +13, Survival +14, Thievery +13

Str +0, Dex +3, Con +2, Int +4, Wis +4, Cha -1

Items Armor Resilient Bands of Force, Bands of Force

AC 24; Fort +15, Ref +14, Will +17

HP 88

Correct the Story **Trigger** An enemy critically succeeds at an attack roll or saving throw. You know the story of your journey well and can correct it when your enemy tells it incorrectly. Spend a Mythic Point. The enemy must reroll the triggering attack roll or save and take the new result.

Clue In **Frequency** once per 10 minutes **Trigger** Another creature attempts a check that could help get you closer to answering the question at the heart of one of your active investigations. You share information with the triggering creature. They gain a circumstance bonus to their check equal to your investigation bonus from Pursue a Lead. The GM can add any relevant traits to this reaction depending on the situation, such as auditory and linguistic if you're conveying information verbally.

Holy Rune **Activate** Holy Healing (concentrate, healing, vitality) **Frequency** once per day; **Trigger** You critically succeed at a Strike against an unholy creature with the weapon; **Effect** You regain HP equal to double the unholy creature's level. **Craft Requirements** You are holy.

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Bands of Force **Activate** Return Force (force, manipulate) **Trigger** A creature critically misses you with a melee Strike; **Effect** You Shove the creature using the bands' Athletics modifier of +14.

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Speed 25 feet

Melee +2 Striking Astral Holy Gun Sword - Melee +2 (Uncommon, Critical Fusion, Versatile P, Combination, Magical, Spirit, Holy, Magical), **Damage** 2d8 S +1d6 Spirit +1d4 Spirit

Ranged +2 Striking Astral Holy Gun Sword - Ranged +15 (Uncommon, Concussive, Kickback, Combination, Magical, Spirit, Holy, Magical), **Damage** 2d10+1 P +1d6 Spirit +1d4 Spirit

We've Met Before (Mythic) **Requirements** You've spent at least 1 minute in mutual conversation with a creature. Your ability to discern information about those you interact with is without peer. Spend a Mythic Point to gain a Lore skill specific to the required creature for the next 24 hours; you have mythic proficiency with that skill and can use it to Recall Knowledge about the creature, Decipher Writings created by the creature, Earn Income or Subsist in areas ruled by the creature, or perform other appropriate tasks as determined by the GM.

Godspeed (Mythic) Mythic power grants you speed to rival beasts and demigods. Spend a Mythic Point; for the next minute, you gain a +10-foot status bonus to all your Speeds and are quickened. You can use the extra action each round to Stride, Step, or Leap.

Sanctify Water (General, Skill) **Prerequisites** expert in Religion, must worship a deity that lists 'holy' or 'unholy' in their sanctification You imbue water with your deity's blessing. Choose a container of water with light Bulk possessed by you or an ally within your reach. Until the end of your next turn, it becomes holy water or unholy water. You can choose holy water if your deity allows holy sanctification, unholy water if your deity

allows unholy sanctification, or either if your deity allows both sanctifications. This is a temporary effect and doesn't impart monetary value or allow the water to be used for costs of rituals or the like. If you're a master in Religion, you can sanctify two containers when you take this action, and if you're legendary, you can sanctify three.

Rewrite Fate (Uncommon, Fortune, Mythic) **Trigger** You roll a skill check or saving throw and don't like the result. Destiny, fate, or some other force bends around you as your mythic power swells, manifesting in a flash of light or visible surge of energy emanating from your body as you cast aside the chains of fate. You expend a Mythic Point and reroll the check or save with mythic proficiency, taking the new result.

Arcane Known Spells DC 26, attack +16; **4th** Purifying Icicle (H+3), Sacred Beasts (H+3), Forced Mercy (H+3) (5 slots); **3rd** (0 slots); **2nd** (0 slots); **1st** (0 slots); **Cantrips**

Divine Prepared Spells DC 26, attack +16; **4th** Fly, It Is Written, Radiant Beam; **3rd** Anointed Ground, Moonlight Ray, Blood Vendetta (H+1); **2nd** Blood Vendetta, Calm, Silence; **1st** Bless, Enfeeble, Fear, **Cantrips** Detect Magic, Guidance, Invoke True Name, Know the Way, Shield

Divine Prepared Spells DC 26, attack +16; **4th** Heal, Heal, Heal, Heal, Heal; **3rd** ; **2nd** ; **1st** ; **Cantrips**

Arcane Innate Spells DC 21, attack +11; **1st** Sure Strike; **Cantrips**

Focus Spells (3 points) **Serrate**

Healer's Blessing

Charged Javelin

Repel Metal

Additional Feats Advanced Domain, Advanced Targeting System, Android Lore, Break Curse, Consult the Spirits, Domain Initiate, Expanded Domain Initiate, Incredible Initiative, Investigator Dedication, Keen Recollection, Multilingual, Mythic Magic, Oddity Identification, Polyglot Android, Prescient Planner, Skill Training, Steady Spellcasting, That's Odd

Additional Specials Advanced Domain (Metal), Anathema, Cleric Spellcasting, Constructed (Android), Consult the Spirits (Religion), Deity, Divine Font (Healing Font), Doctrine (Cloistered Cleric), Domain Initiate (Healing), Domain Initiate (Metal), Emotionally Unaware, Expanded Domain Initiate (Lightning), Expert Skill (Society), Keen Recollection, Master Skill (Diplomacy), Mythic Calling (Sage's Calling), Mythic Magic (Wisdom), On the Case, Pursue a Lead, Sanctification, Second Doctrine, Skill Training (Survival), Third Doctrine